The original development plan for the week of Sept. 31 and Oct. 8 is as following:

Week: Sept 31 - **Skeletal Game**

- Layout basic class hierarchy/structure
- Basic design for pinball game
- Basic collision detection for pinball game
- Basic design for dungeon
- Basic movement across the dungeon

Week: Oct 8

- Basic scene for dungeon completed (game space boundaries, some actions for character/assets)
- Basic collision detection for dungeon (at least for boundaries)
- Basic scene change

All points listed above are finished on time, while basic movement across the dungeon is done in the week of Oct. 8 instead of Sept. 31. All other parts follow the plan exactly. There are no discrepancies between the development plan and actual development progress.